

Method and System For Mediating Interactive Services Over a Wireless Communications Network

[0001] This application claims priority from Provisional Patent Application Serial No. 60/252,468, entitled Method and System for Providing Interactive Services Over a Wireless Communications Network, filed November 22, 2000, and Provisional Application Serial No. 60/283,377, entitled Method and System for Mediating Interactive Services Over a Wireless Communications Network, filed April 13, 2001, both of which are incorporated herein by reference, as if fully set forth herein.

Field of the Invention

[0002] The present invention relates to an improved method and system for providing interactive services over a wireless communications network. In particular, the present invention relates to a system and method for controlling the state of an interactive application and controlling delivery of the interactive application to one or more users. The interactive application is preferably an entertainment application, such as a gaming application.

Background of the Invention

[0003] On-line entertainment has been popular for several years. Typically, users connect to the Internet through their desktop computer and enjoy computer-hosted games ranging from simple board games, like backgammon, to more complex and graphic intensive adventure games. Recently, developments in technology have enabled users to engage in multi-player, interactive gaming sessions with other users at remote locations. The ability to play a game with friends, and even